

The diagram illustrates a computer system architecture. A large rectangle labeled 5 represents the system boundary. Inside, there are two memory blocks: 'Second memory (control program)' labeled 7 and 'First memory (user memory data, etc.)' labeled 6. A switch mechanism, indicated by a dashed circle 10, allows data to flow from either memory block to the CPU. The output of the switch goes to the CPU, labeled 8. The CPU is connected to a block labeled 9, which in turn connects to a large double-headed arrow labeled 'Computer'. A sub-system box labeled 12 contains blocks 11 and 12, which are connected to the CPU. A line labeled 11 connects block 12 to block 11.

FIG.03

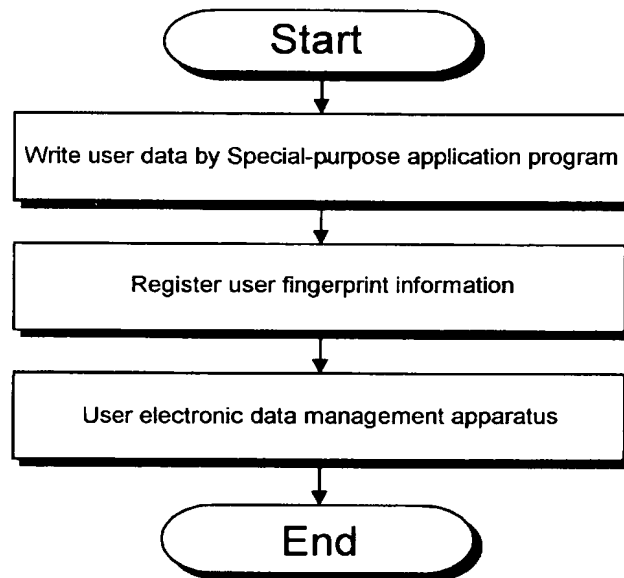


FIG.04

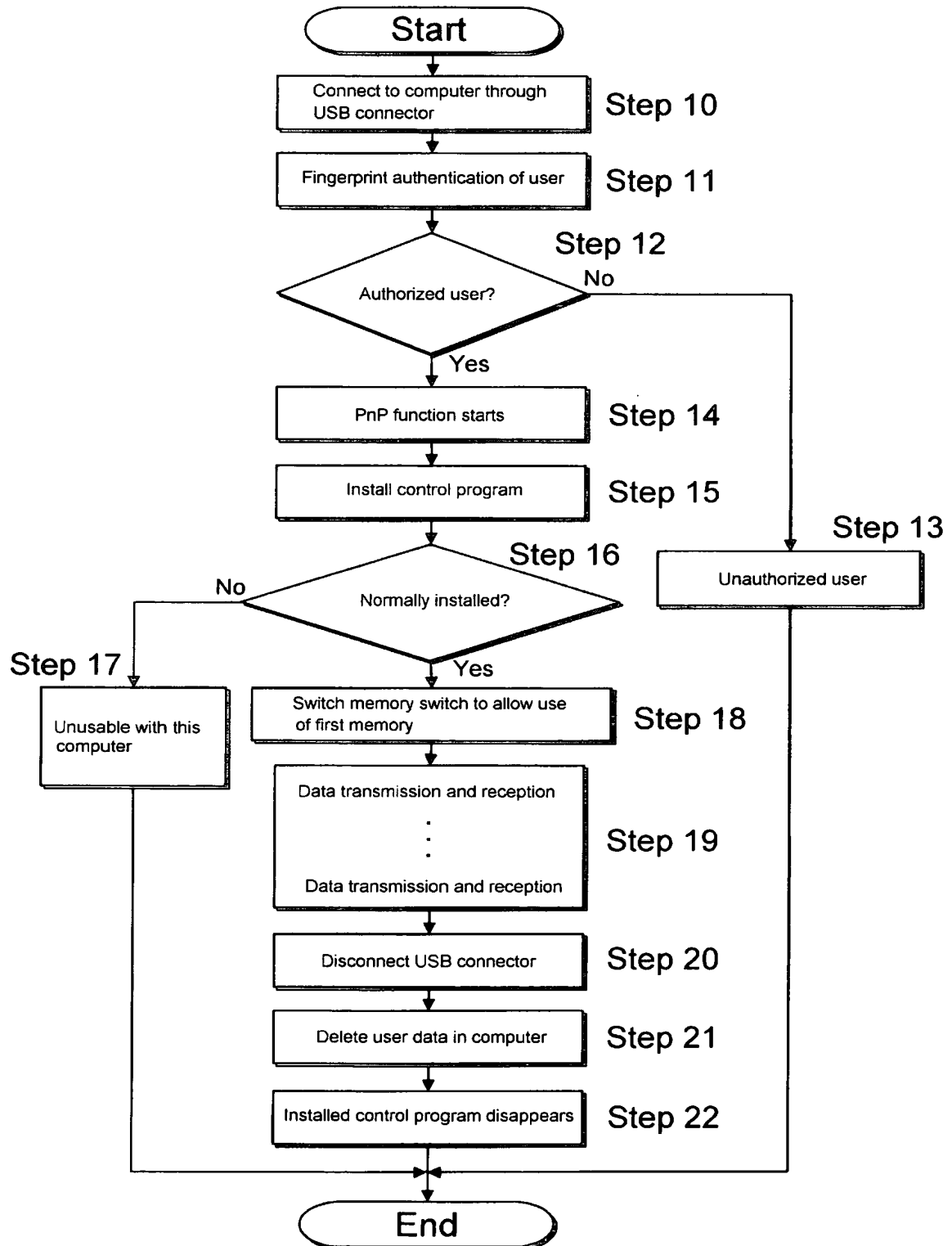


FIG.05

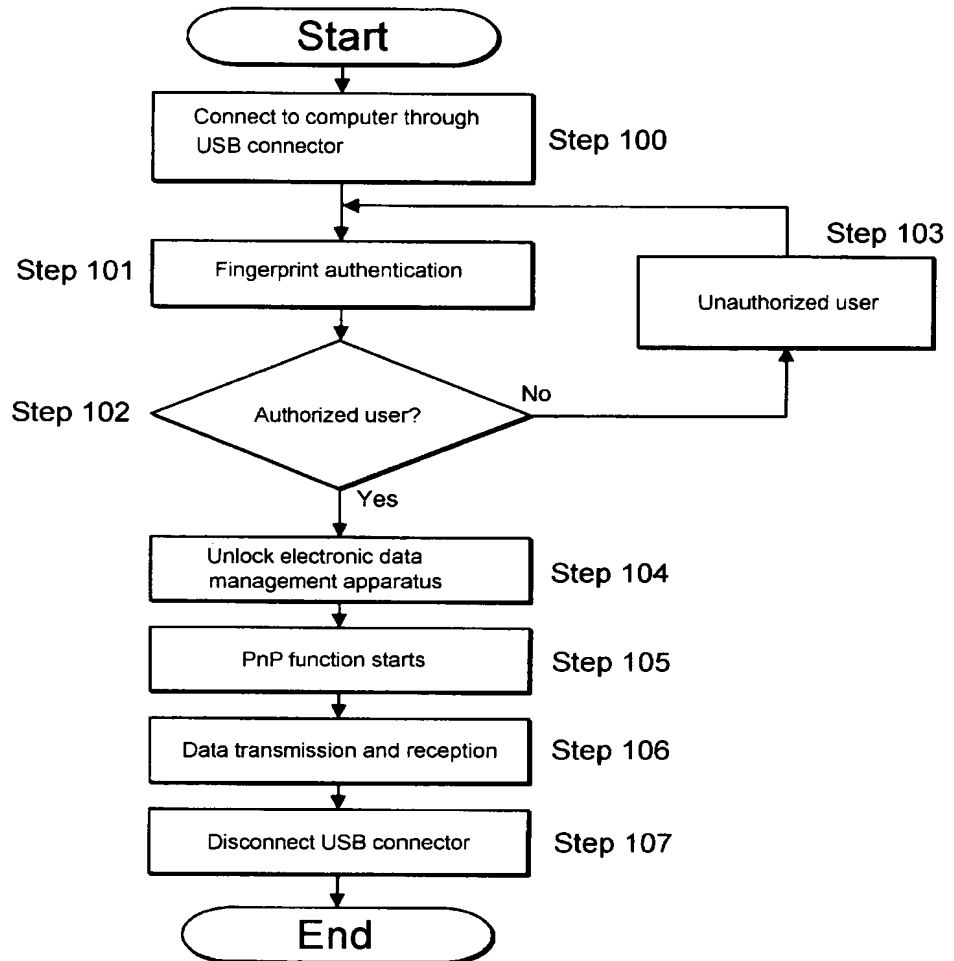


FIG.06

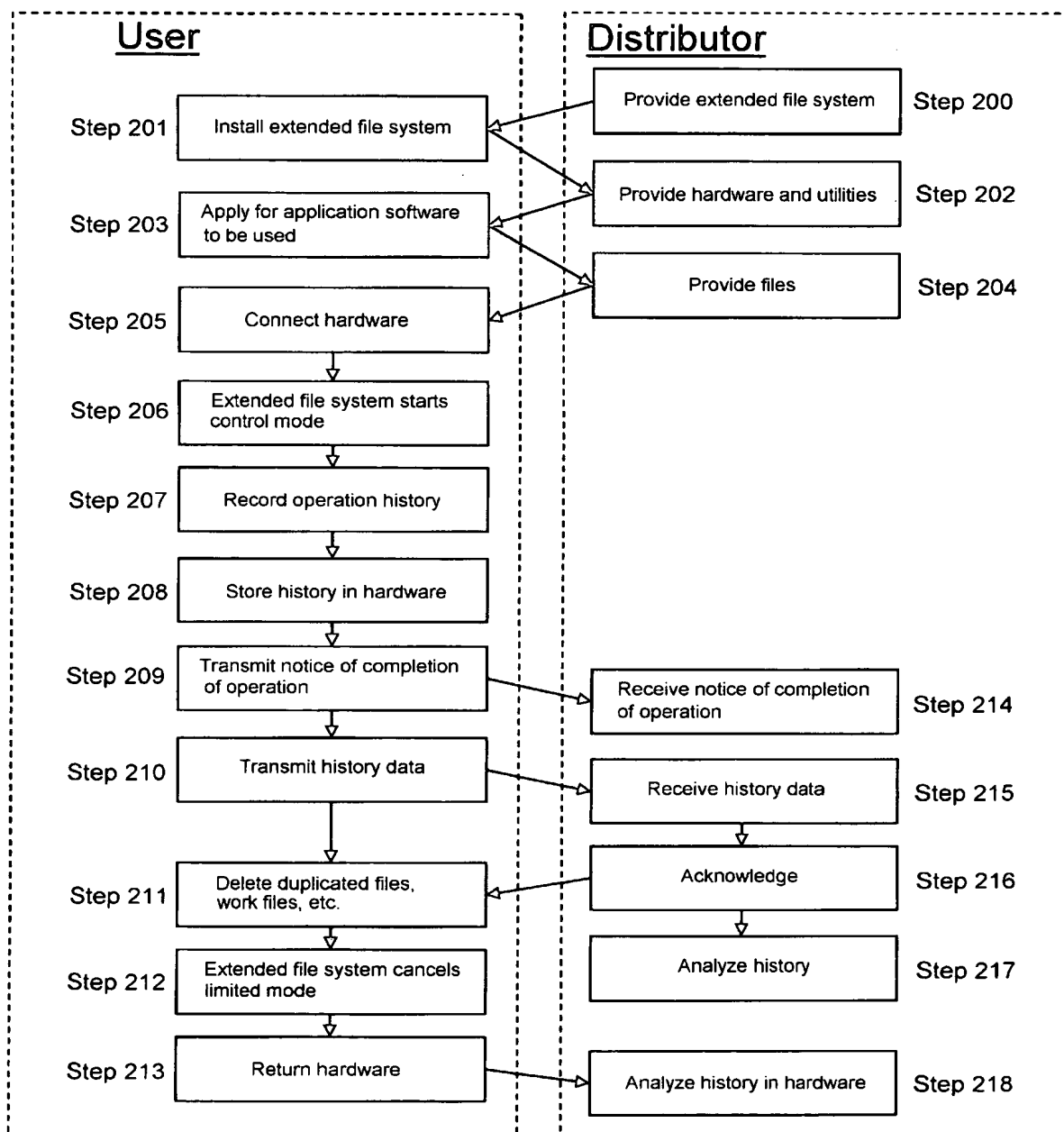


FIG.07

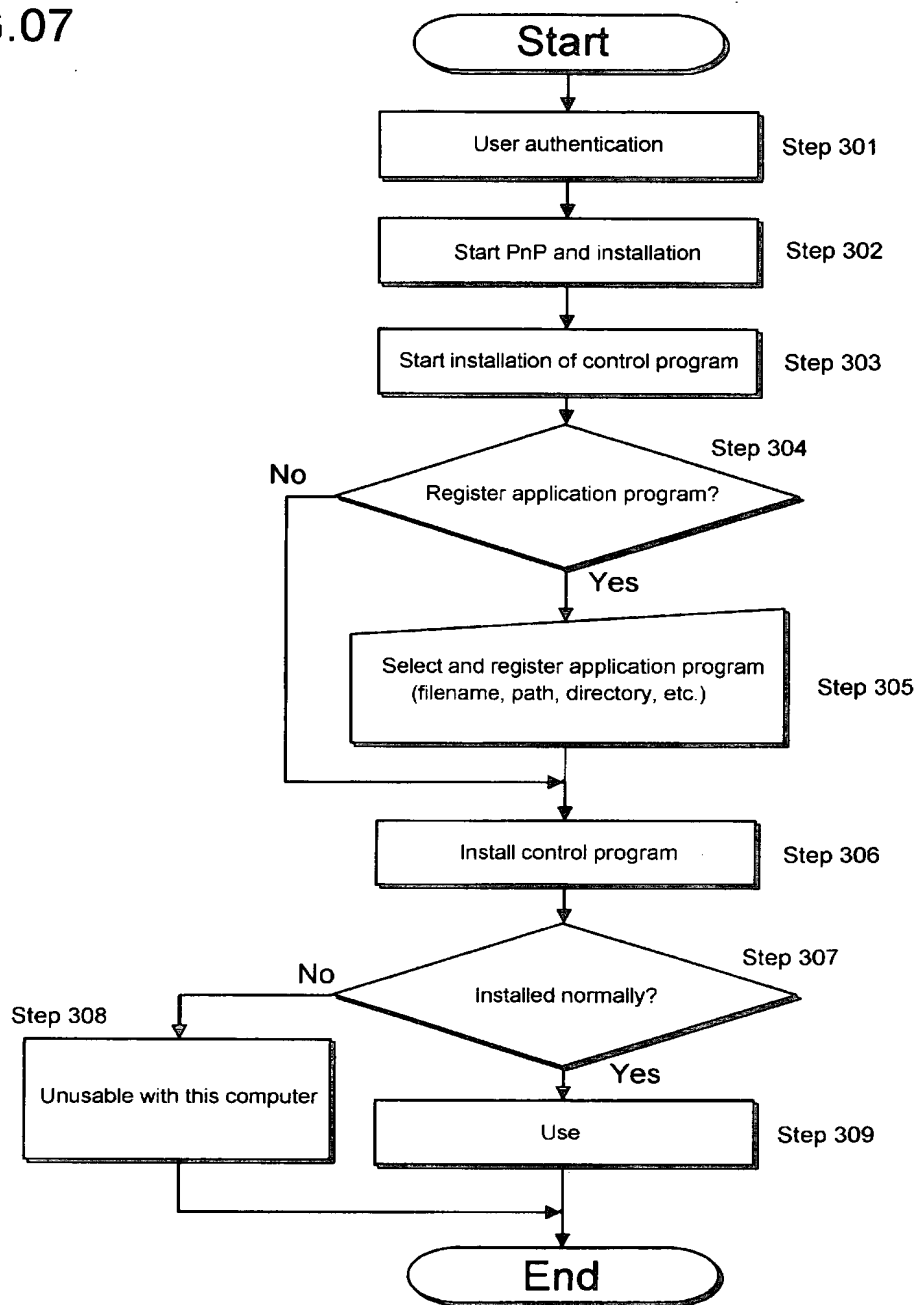


FIG.08

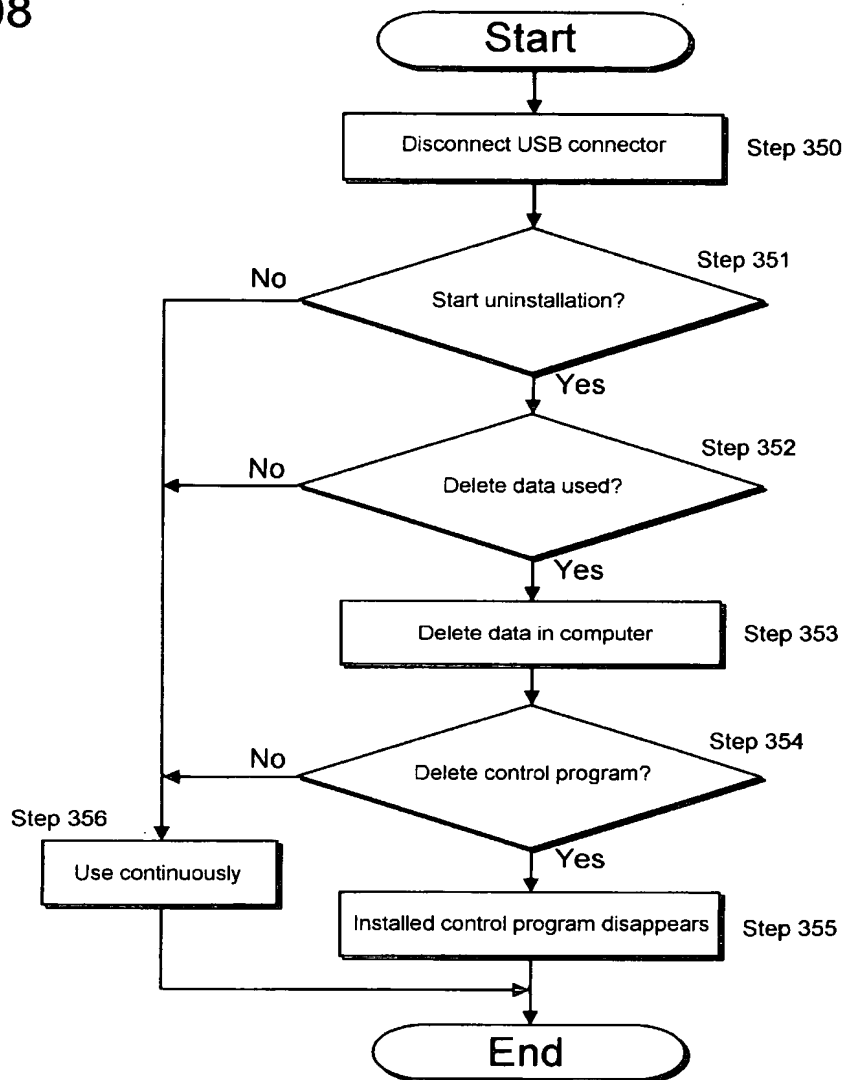


FIG.09

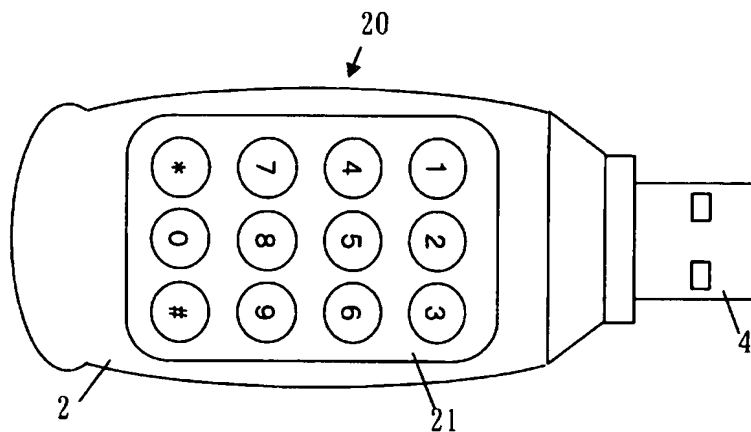


FIG.10

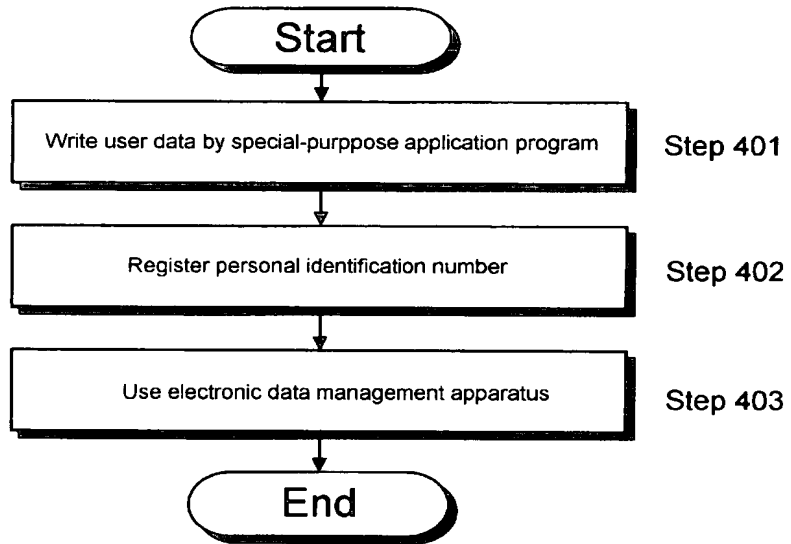


FIG.11

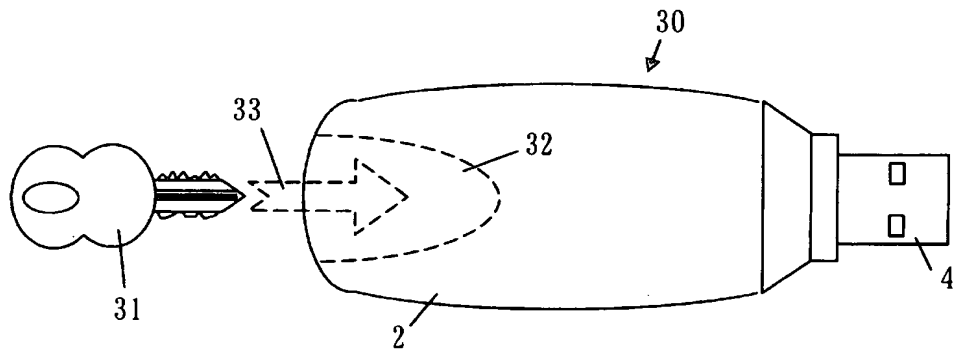




FIG.12

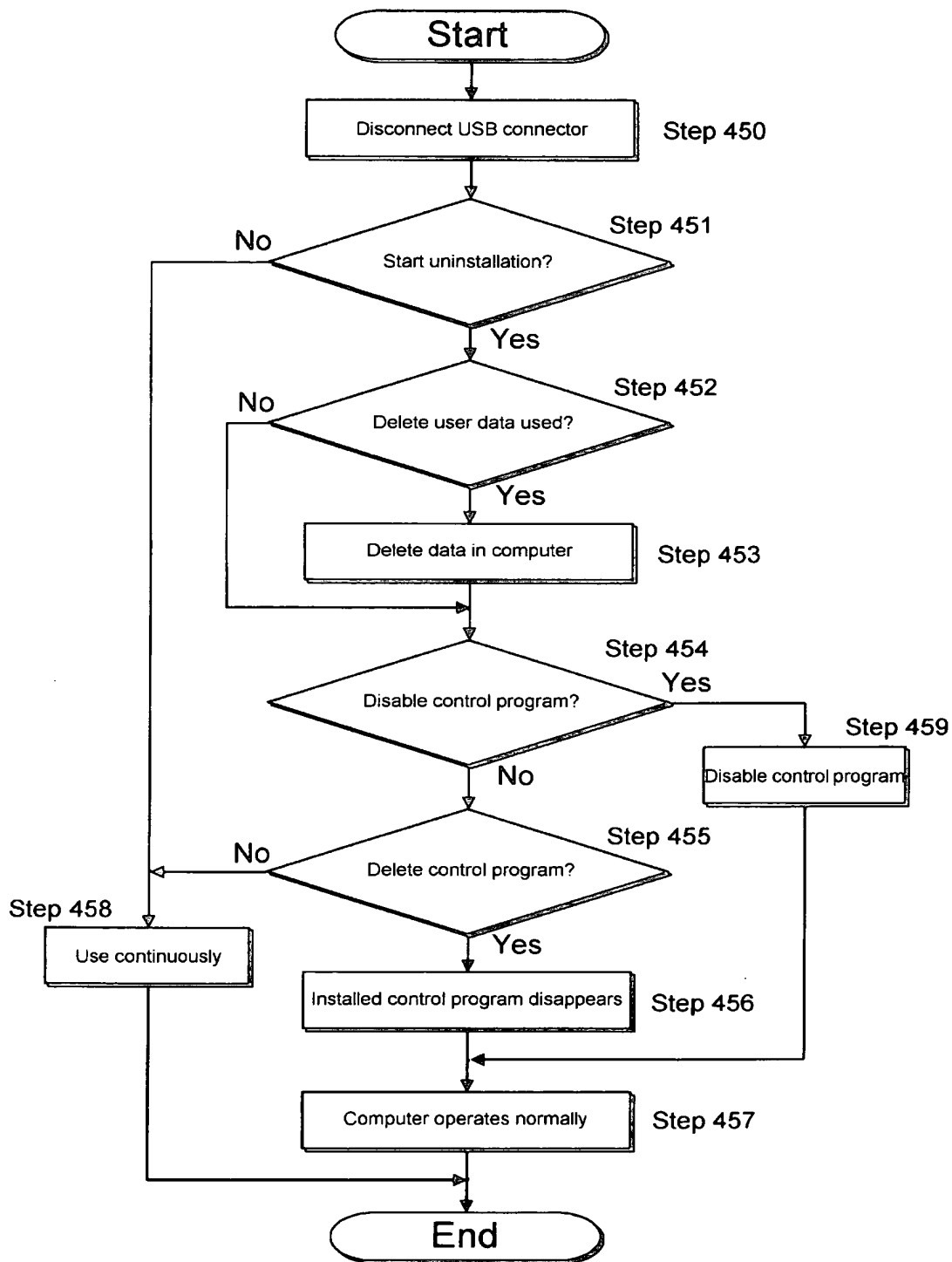


FIG.13

